

BIOFORGE™

REFERENCE CARD

INTERFACE

GENERAL

Use.....	Z	Use item/monitor/instrument/etc.
Get/drop.....	E	Pick up/drop item
Combat.....	C	Enter/exit Combat Mode
Inventory.....	I (left hand empty)	Go to Inventory Screen
Into inventory.....	I (item in left hand)	Place item in inventory
PIM.....	P	Enter personal information manager (inventory, options, load/save)
Options.....	O	Go to Option Screen
Diagnostics.....	D	Go to Diagnostics Screen
Journal.....	J	Go to Journal Screen
Save.....	S	Save game
Load.....	L	Load saved game

MONITORS

Choose.....	↑↓←→ / ⏏	Move cyborg hand over button
Select.....	E / ⏏	Press button
Exit.....	Q / ⏏	Exit the monitor

MOVEMENT

(In Combat Mode, all movements are combat-ready.)

NORMAL

1	sidestep left
2 or ↓	walk backwards
3	sidestep right
4 or ←	turn left
5	fire weapon
6 or →	turn right
7	advance and turn left
8 or ↑	walk forward
9	advance and turn right

FASTER

S 4 or S ←	spin left quickly *
S 6 or S →	spin right quickly *
S 7	run ahead and left
S 8 or S ↑	run ahead
S 9	run ahead and right

* not available in Combat Mode.

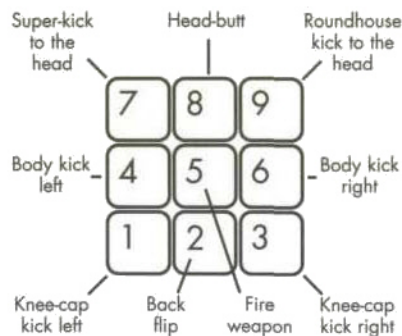
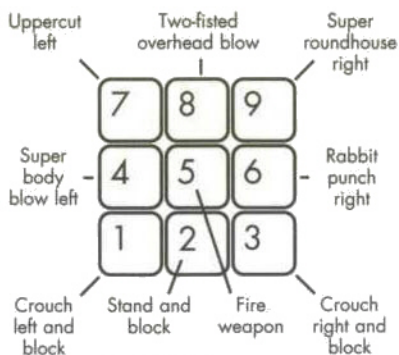
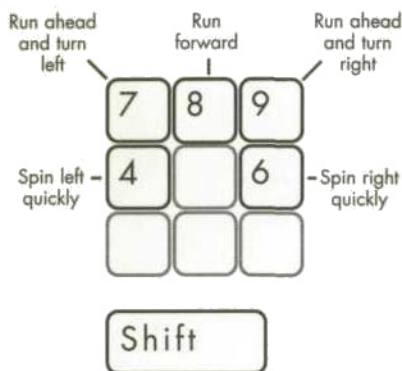
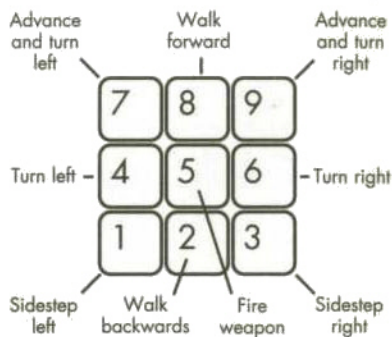
COMBAT

HANDS

a 1	crouch left and block
a 2 or a ↓	stand and block
a 3	crouch right and block
a 4 or a ←	left super body blow
a 5	fire weapon
a 6 or a →	right rabbit punch
a 7	left uppercut
a 8 or a ↑	two-fisted over-head blow
a 9	right upper roundhouse

FEET

c 1	left knee-cap kick
c 2 or c ↓	back flip
c 3	right knee-cap kick
c 4 or c ←	left body kick
c 5	fire weapon
c 6 or c →	right body kick
c 7	super-kick to the head
c 8 or c ↑	head-butt
c 9	roundhouse head kick



Alt

Ctrl